

FIG. 1

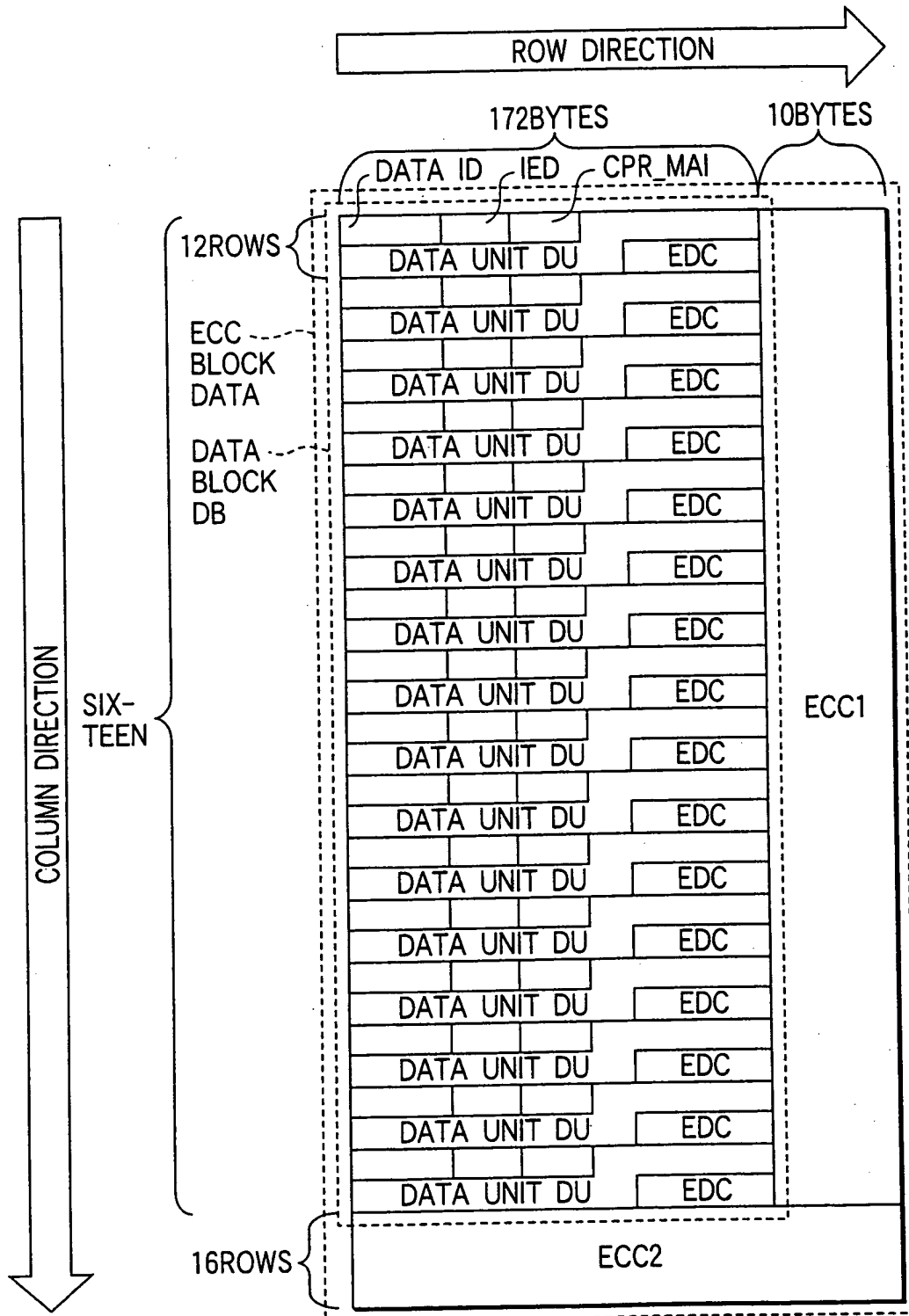


FIG. 2

FIG. 3

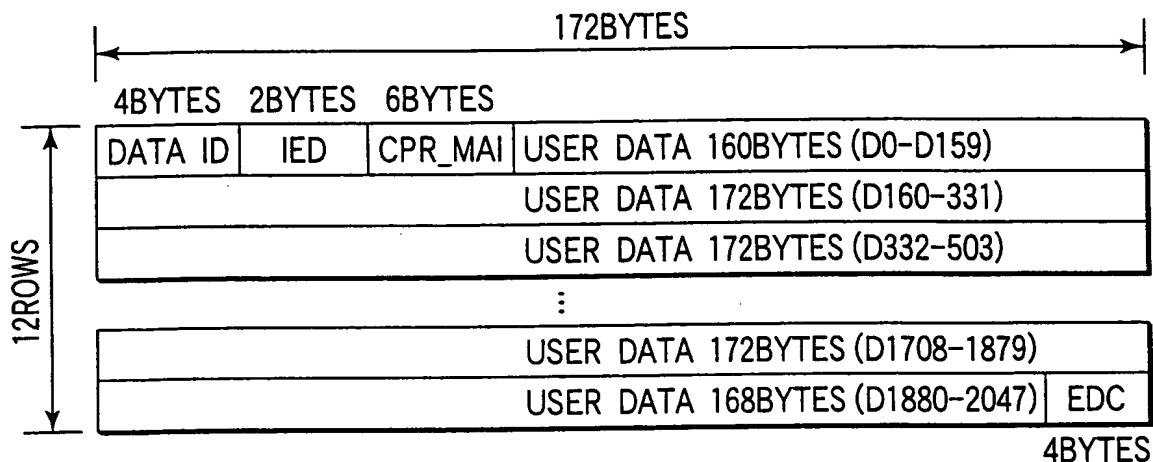


FIG. 4

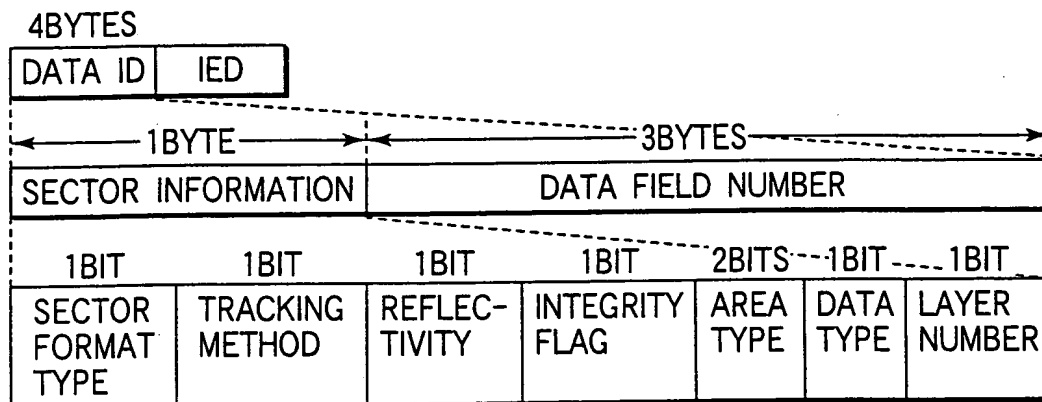


FIG. 5A

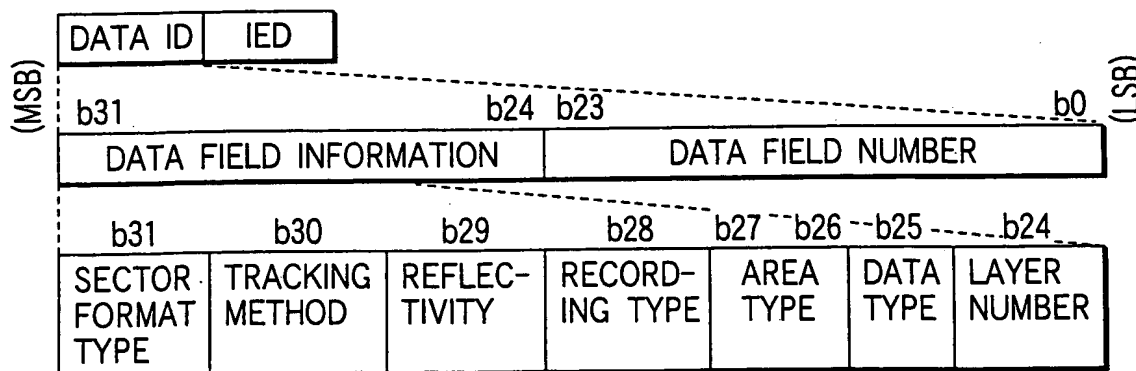
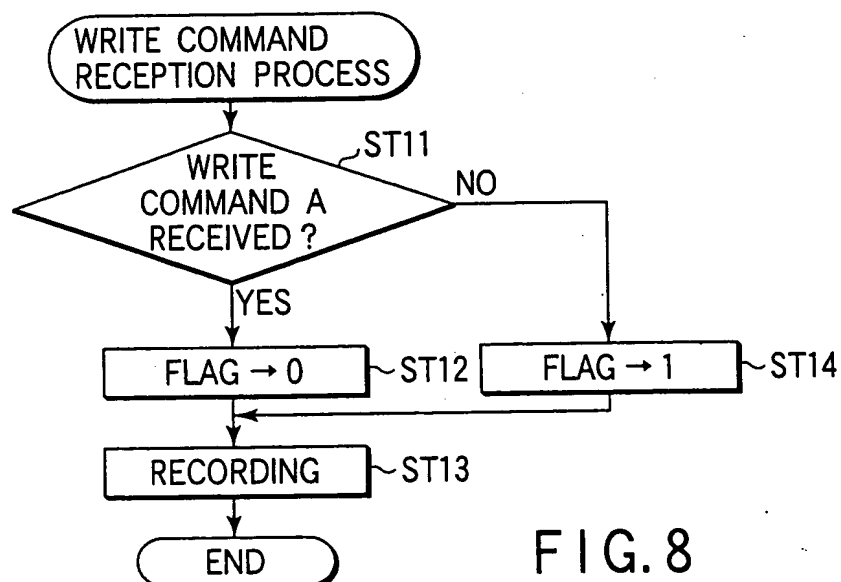
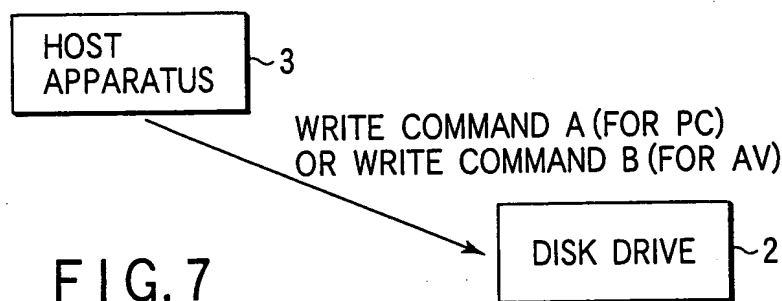
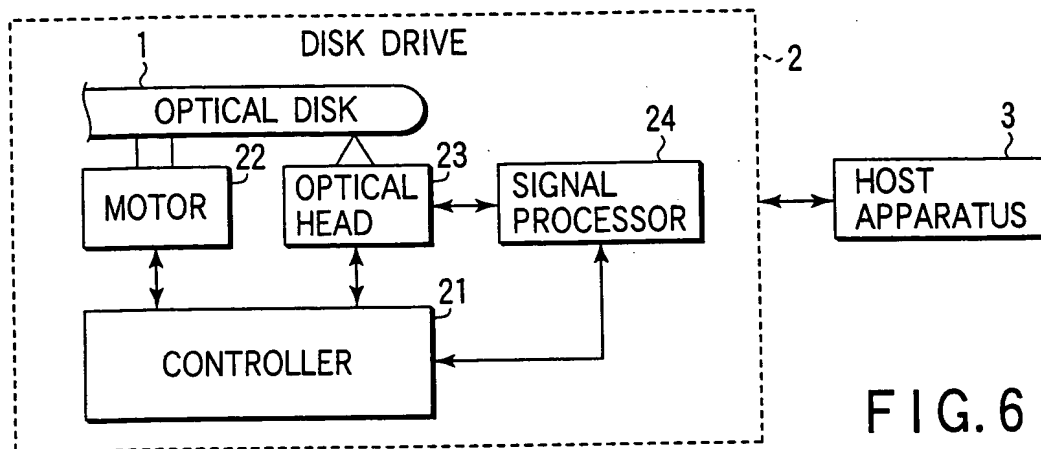


FIG. 5B



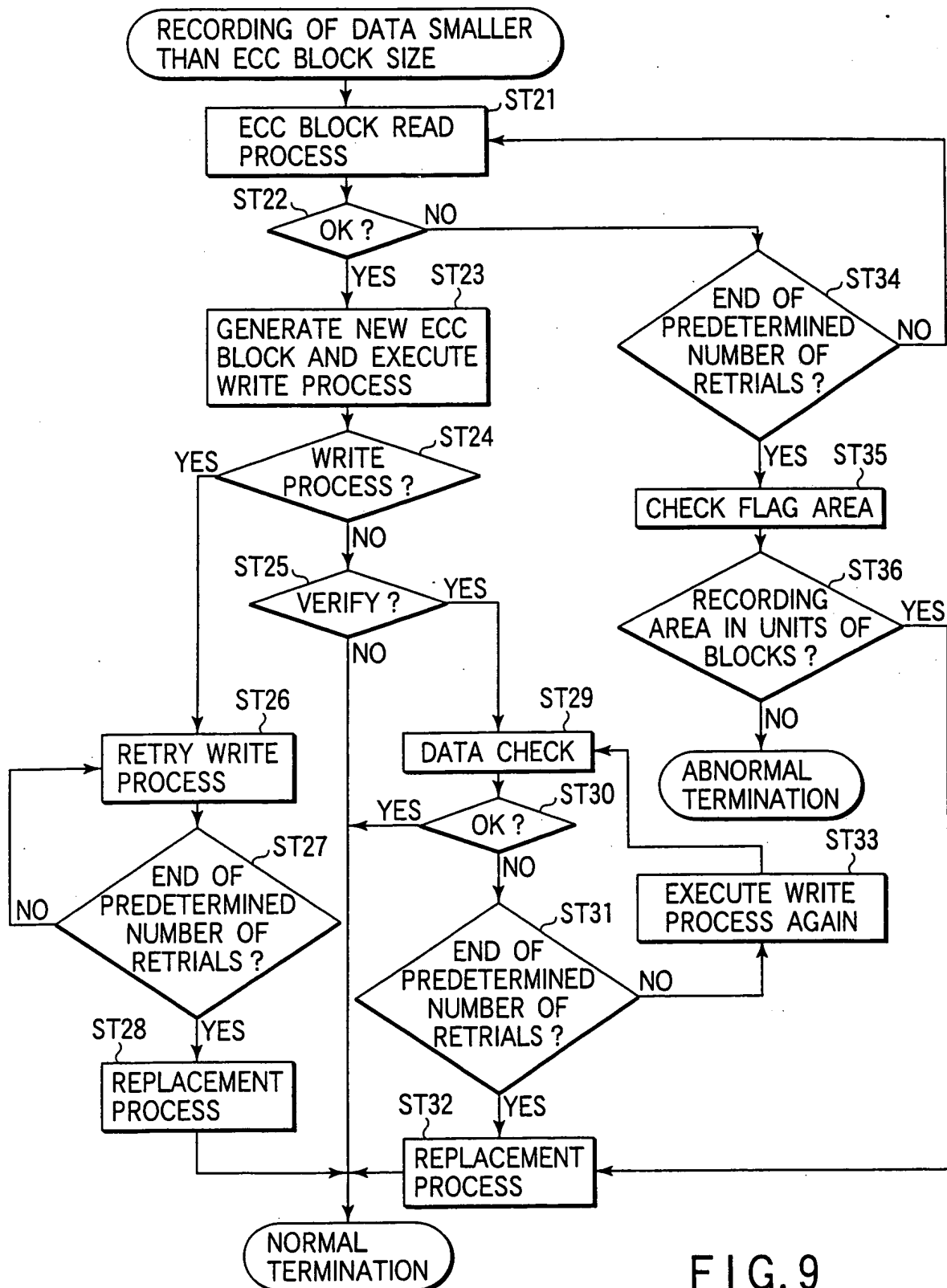


FIG. 9

	METHOD EXAMPLE	FEATURE
HIGH-INTEGRITY WRITE	WRITE WITH VERIFY	<ul style="list-style-type: none"> <li>• HIGH INTEGRITY OF DATA AFTER WRITE</li> <li>• LONG PROCESSING TIME</li> <li>• EXAMPLE OF PURPOSE : PC RECORDING, ETC.</li> </ul>
LOW-INTEGRITY WRITE	WRITE WITHOUT VERIFY WRITE WITHOUT REPLACEMENT	<ul style="list-style-type: none"> <li>• LOW INTEGRITY OF DATA AFTER WRITE</li> <li>• SHORT PROCESSING TIME</li> <li>• EXAMPLE OF PURPOSE : AV RECORDING, ETC.</li> </ul>

FIG. 10

WRITE METHOD (COMMAND FROM HOST)		ORIGINAL STATE OF TARGET BLOCK	
		INTEGRITY BIT 0 (LOW INTEGRITY)	INTEGRITY BIT 1 (HIGH INTEGRITY)
READ-MODIFY-WRITE	HIGH-INTEGRITY WRITE	RECORD IN HIGH-INTEGRITY RECORDING MODE INTEGRITY BIT 1 (HIGH INTEGRITY)	RECORD IN HIGH-INTEGRITY RECORDING MODE INTEGRITY BIT 1 (HIGH INTEGRITY)
	LOW-INTEGRITY WRITE	RECORD IN LOW-INTEGRITY RECORDING MODE INTEGRITY BIT 0 (LOW INTEGRITY)	RECORD IN HIGH-INTEGRITY RECORDING MODE INTEGRITY BIT 1 (HIGH INTEGRITY)
BLOCK WRITE	HIGH-INTEGRITY WRITE	RECORD IN HIGH-INTEGRITY RECORDING MODE INTEGRITY BIT 1 (HIGH INTEGRITY)	
	LOW-INTEGRITY WRITE	RECORD IN LOW-INTEGRITY RECORDING MODE INTEGRITY BIT 0 (LOW INTEGRITY)	

FIG. 11